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# The Macro Processing System STAGE2:

Transfer of Comments to the Generated Text

by

Odd Pettersen

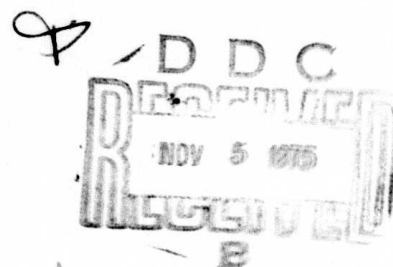
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### ABSTRACT

This paper is a short description of a small extension of STAGE2, providing possibilities to copy comments etc. from the source text to the generated text. The description presupposes familiarity with the STAGE2 system: its purpose, use and descriptions, like [1] to [9]. Only section 3 of this paper requires knowledge of the internal structures and working of the system, and that section is unnecessary for the plain use of the described feature. The extension, if not used, is completely invisible to the user: No rules, as described in the original literature, are changed. A user, unaware of the extension, will see no difference from the original version.

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# The Macro processing system STAGE2: Transfer of comments to the generated text.

by

Odd Pettersen

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## 1. INTRODUCTION

The following is a short description of a small extension of STAGE2, providing possibilities to copy comments etc. from the source text to the generated text. The description presupposes familiarity with the STAGE2 system: its purpose, use and descriptions, like [1] to [9]. Only section 3 of this paper requires knowledge of the internal structures and working of the system, and that section is unnecessary for the plain use of the described feature.

The extension, if not used, is completely invisible to the user: No rules, as described in the original literature, are changed. A user, unaware of the extension, will see no difference from the original version.

## 2. THE FLAG LINE

As described in [1], the input material for any translation by STAGE2 starts with a collection of macros, defining the correspondence between the source language of input (program) text following the macros, and the target language. In the very beginning of the input material, however, and preceding the macros, is a so-called FLAG LINE. This line, terminated by carriage return, defines the character set used.

### 2.1. The original format of the Flag Line.

As also stated in [1], the flag line consists of the following characters, in the order shown:

Pos. in Flag line	Function of Character	Usual character
1	Source end-of-line flag	Ø
2	Source parameter flag	*
3	Target end-of-line flag	§
4	Target parameter flag	*
5	Zero, defines all digits	0
6	Space. Also used as padding character	space
7	Left parenthesis	(
8	Addition operator	+
9	Subtraction operator	-

10	Multiplication operator	*
11	Division operator	/
12	Right parenthesis	)

If the character following immediately after ), i.e. in position 13, is not a carriage return or space, the flag line will be considered "extended", effecting the copying of comments, as explained in section 2.2. Contrary, if the character immediately following ) is carriage return or space (the latter relevant for punched cards), the flag line is considered "normal", and nothing is changed, with respect to use or the appearance of the generated text.

## 2.2. Extended Flag Line.

With a simple extension of the flag line, one can specify that comments in the source text shall be copied over to the generated text lines. By "comments" is here meant strings of characters, other than spaces, following the source end-of-line flag, before carriage return or end of line. As required by assembler or other systems program, to be used for later processing of the generated text, comments in the generated text should usually begin with a special delimiter, after which the remainder of the line will be considered as comments and neglected by the assembler (or post-processor). One often used symbol for this purpose is ; but any single character can be used, since this is to be specified on the extended flag-line. An example of an extended flag-line can look like:

```
.*$#0_(*-*)/8 tab tab _ _ _ ;
```

where \_ here symbolizes one space character, and tab symbolizes one "tab".

The first 12 characters are unchanged. Further along the line is typed the comment delimiter, which here is ; , in the position where it is to appear in the generated lines. The comments will be inserted in the generated first line, immediately following the delimiter, such that any tabulator or space characters in front of the comments in the source text will be suppressed, and substituted by tabulator and space characters as necessary to place the delimiter and comments in the proper place on the line. Also, if the source line comments begin with the delimiter character (following possible leading tabs and spaces), this delimiter is suppressed, to give only one delimiter character. Delimiter characters later on the line will be copied normally, however. By "first line" is here meant the first of the the group of lines generated by one macro, i.e. the group of lines corresponding to the source line.

The first character following ) (i.e. in position 13) in the flag line should be an integer, in the range 1 to 9, specifying W = the number of spaces equivalent to one tabulator. The next character should be the tabulator character ("tab"). Following this, comes any number of more "tabs" (may be zero), followed by any number of spaces, which can also be zero. Tabs and spaces can not be mixed.

More concisely: If the number of consecutive tabs in the flag line is k, followed by j spaces, the comment delimiter will be placed in position number:

$$D = [(13 : W) \cdot k] \cdot W + j$$

where : symbolizes integer division, discarding remainder.

The integer 13 originates from the thirteen leading characters on the line, before the first tab. As a matter of fact, one can simply forget the formula and just put the comment delimiter in the proper position along the line.

If the generated string, before comments, extends beyond the position specified for start of

comments, the comments will start immediately after the generated string.

To summarize, the character positions along an extended flag line have the following significance:

Pos. in Flag line	Function of Character	Usual character
1	Source end-of-line flag	Ø
2	Source parameter flag	*
3	Target end-of-line flag	§
4	Target parameter flag	*
5	Zero, defines all digits	0
6	Space. Also used as padding character	space
7	Left parenthesis	(
8	Addition operator	+
9	Subtraction operator	-
10	Multiplication operator	*
11	Division operator	/
12	Right parenthesis	)
13	=W, number of spaces between tabulator positions	8
14+i (i=0,1,...,k-1)	Tabulator character value	tab
next j characters (j=0 permitted)	Space, as padding character, used to fix the start of the comment section between two tab positions	space
14+k+j	Comment delimiter	;

Possible further characters, up to carriage return, are ignored.

### 3. DESCRIPTION OF MODIFICATIONS IN STAGE2

The modification of STAGE2, necessary to record extended flag-line and provide copying of comments, consists of 3 parts:

1. Extension of the first part of STAGE2, reading the flag line.
2. Modification of the line input routine.
3. Modification and extension of the routine that outputs characters to the line buffer.

Part 1 is close to the beginning of STAGE2, part 2 is around the label LOC 03, and part 3 is at LOC 57. The modifications are shown in the enclosed listings, on the following pages. The modifications are distinguished from the original parts of the program, by the use of small letters for comments. Also, the new or modified lines are not finished with the word STG2, which indicates original program text. The semicolon, introducing each comment, is superfluous here, it is merely included due to a habit of the author. The listings included here are only extracts of the program, showing the modifications and their surroundings. By comparison with a complete listing of the original text, it should be fairly simple to spot the places where the modifications are made.

The modified program-text partly explains itself, through the comments included. A couple of further details to note are, however:

The set of registers of the simulated FLUB machine is extended with 6 more triples: FLG, VAL, and



PTR, with suffix: AA, AB, AD, AE, AF, and ZC. This involves that the modified version of STAGE2 *no longer can be translated by SIMCMP*, since one more character is used in these variable names. For the bootstrapping implementation is therefore recommended, that the original version is used, until a primitive version of STAGE2 is running. Then, this one can be used to translate the modified version.

The variables mentioned are used in the following applications:

	VAL	PTR
AA	value of char	pointer, current character of comment text
AB	not used	pointer, end of comment text
AD	working variable	number of positions between each tab position
AE	tab character value	pos. no. corresponding to integer tabs before comments
AF	comment delimiter value	pos. no. of beginning comments
ZC	not used	pointer for current character during output

One more remark is important, concerning PTR ZC: This variable is also manipulated, and changed, by the internal mechanisms of the I/O-package:

PTR ZC is set to 0 at each call of READ NEXT \*. and of WRITE NEXT \*. It is incremented by each statement CHAR = VAL \*. Here, \* signifies any valid parameter, according to macro notations.

Only PTR ZC is affected by internal operations. All other FLUB registers are only modified by the STAGE2 program, as positively expressed by FLUB statements.

#### 4. REFERENCES

- [1] Waite, W. M.: A language independent macro processor. CACM, 10 (July 1967).
- [2] Waite, W. M.: Building a Mobile Programming System. Tech. report 69-2, Graduate School Computing Center, Univ. of Colorado, 1969.
- [3] Waite, W. M.: The STAGE2 macro processor. Tech. reports 69-3,69-3B, Graduate School Computing Center, Univ. of Colorado, 1969.
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- [7] John M. Chambers: STAGE2 - FLUB. Unpublished note, Academic Computing Center, The University of Wisconsin - Madison, Jan. 1973.
- [8] John M. Chambers: STAGE2 - INTRODUCTION. Unpublished note, Academic Computing Center, The University of Wisconsin - Madison, Febr. 1973.
- [9] John M. Chambers: STAGE2 - DEBUGGING. Unpublished note, Academic Computing Center, The University of Wisconsin - Madison, Febr. 1973.

#### APPENDIX

The following pages comprise:

1. Extracts from listings of STAGE2, in FLUB.
2. Example: Macros for translation from FLUB to assembly for PDP-10
3. Extracts from PDP-10 assembly version of STAGE2, extracts corresponding to item 1 above, as translated with macros, item 2.

# APPENDIX 1: Extracts from listings of STAGE2, in FLUB.

(Section containing routines for input of Flag line and for input of normal lines)

PTR J = 0 + 0.		STG2
FLG L = 1.	END-OF-LINE INDICATOR.	STG2
VAL L = 0 - 1.	CARRIAGE RETURN IS -1.	STG2
PTR L = 0 + 0.	LOCATION COUNTER.	STG2
VAL M = CHAR.	LEFT PARENTHESIS.	STG2
PTR M = 0 + 0.	RESET THE SKIP COUNT.	STG2
FLG N = 0.	SET EXPRESSION SIGN POSITIVE.	STG2
VAL N = CHAR.	ADDITION OPERATOR.	STG2
FLG O = 0.		STG2
VAL O = CHAR.	SUBTRACTION OPERATOR.	STG2
VAL P = CHAR.	MULTIPLICATION OPERATOR.	STG2
VAL Q = CHAR.	DIVISION OPERATOR.	STG2
VAL R = CHAR.	RIGHT PARENTHESIS.	STG2
VAL AF = 0 + 0.	; read extension of FLAG LINE	
VAL AE = 0 + 0.	; initialize	
PTR AE = 0.		
PTR AF = 0.		
PTR AD = 0.	; remains=0 if no extension	
VAL AD = CHAR.		
TO 1E IF VAL AD LT 0.	; no extension of FLAG LINE	
TO 1E IF VAL AD = F.	; no extension of FLAG LINE	
VAL AD = AD - E.	; corresp. no. positions for TAB	
PTR AD = VAL AD.	; into tab.-parameter	
PTR AF = 5 + 3.	; POSND(no of pos.)←13	
PTR AE = AF / AD.	; NMTAB ← POSND/TABPOS	
PTR AF = 0.	; initialize POSND	
VAL AE = CHAR.	; TAB-character value	
LOC 1A.		
PTR AE = AE + 1.	; count no. of tabs	
VAL AD = CHAR.		
TO 1D IF VAL AD LT 0.	; terminate extension	
TO 1A IF VAL AD = AE.	; read new if tab	
LOC 1B.		
TO 1C IF VAL AD NE F.	; jump if not space	
PTR AF = AF + 1.	; count no. of spaces	
VAL AD = CHAR.	; read new if space	
TO 1B.		
LOC 1C.		
TO 1D IF VAL AD LT 0.	; terminate extension	
TO 1A IF VAL AD = AE.	; read new if tab	
VAL AF = AD.	; read comment-delimiter	
LOC 1D.	; calculate extension-parameters	
PTR AE = AE * AD.	; pos.no. corresp. to integer tabs	
PTR AF = AE + AF.	; pos.no. of beginning comments	
LOC 1E.	; continue original STAGE2	
PTR R = 0 + 0.	SET NO REPETITION IN PROGRESS.	STG2
PTR 4 = 7 + 7.	LENGTH OF TWO DESCRIPTORS.	STG2
PTR 8 = F + 7.	POINT TO THE FIRST AVAILABLE SPACE.	STG2
TO 01 BY 0.	START WORKING IN EARNEST.	STG2
LOC 01.	ROUTINE TO READ FROM THE INPUT.	STG2
GET I = A.	RECALL THE CHANNEL SPEC.	STG2
READ NEXT I.	GRAB A LINE.	STG2
TO 08 IF FLG I NE 0.	GET OUT UNLESS ALL IS OK.	STG2
PTR I = C + 0.		STG2
VAL Y = 0 + 0.		STG2
PTR Y = C + 0.		STG2



```

SHOULD THIS LINE BE SKIPPED, NO.
YES. DROP THE SKIP COUNT
TRY AGAIN.
READING LOOP.
ADVANCE THE SPACE POINTER.
READ THE NEXT CHARACTER.
POINT TO THE NEXT CHARACTER SPACE.
HAVE WE OVERRUN THE AREA, YES.
PUT AWAY THE CHARACTER.
WAS THIS A CARRIAGE RETURN, YES.
HAVE WE COMPLETED THE READ, YES.
BUMP THE INPUT STRING LENGTH.
NO, IS THIS A PARAMETER FLAG, NO.
YES. SET THE PARAMETER POINTER AND
STORE IT WITH THE PHASE FLAG.

READ THE REMAINDER OF THE LINE.
; remark limitmark
; loop to read comments etc.
; car.ret., i.e. no remainder

; read new if first was "source EOL-flag"

; eliminate leading spaces
; eliminate leading tabs
; continue if no comment-delimiter
; eliminate comment-delimiter

; adjust startpointer
; normal read/store loop

; error if full
; terminate when car.ret.

; read next
; and continue in loop
; remainder of line finished
; set terminate-pointer
SCANNER.
SET ALL PARAMETERS UNDEFINED.

```

[illegible]

(Section containing the Modified output routine)

STO 8 = 1.	YES, SET THE TERMINATOR.	STG2
PTR 8 = 8 + 7.	ADVANCE THE SPACE POINTER.	STG2
TO 97 IF PTR 8 GE 9.	HAVE WE OVERRUN THE AREA, YES.	STG2
VAL I = CHAR.	GET THE NEXT CHARACTER.	STG2
TO 55 IF VAL I NE C.	DID THAT CLOSE THE DEFINITION PHASE, NO.	STG2
FLG B = 0.	YES, RESET THE PHASE FLAG.	STG2
LOC 55.	COMMON SYSTEM RETURN POINT.	STG2
RETURN BY D.	REGISTER D IS THE RETURN ADDRESS.	STG2
LOC 56.	PUNCH AN UNRECOGNIZED LINE.	STG2
VAL W = 3 + 0.	CHANNEL 3 USED WHEN A LINE IS NOT MATCHED.	STG2
PTR X = C + 0.	ADDRESS THE FIRST CHARACTER.	STG2
PTR AA = AB	; eliminate double output of comments	
LOC 57.	; output characters	
GET X = X.	; norm. loop, get character	
TO 00 IF VAL X NE L.	; continue in normal loop if not CR	
TO 00 IF PTR AD = 0.	; or if "main extension switch" off	
TO 00 IF PTR AA = AB.	; or if no remainder in this line	
LOC 2A.	; output remainder of line:	
TO 2B IF PTR ZC GE AE.	; if pos.counter less integr. tab.pos	
CHAR = VAL AE.	; then output tab and loop	
TO 2A.		
LOC 2B.	; loop for spaces	
TO 2C IF PTR ZC GE AF.		
CHAR = VAL F.	; put out space(s)	
TO 2B.		
LOC 2C.		
TO 0C IF VAL AF = 0.	; put out comment-delimiter	
CHAR = VAL AF.	; loop for output of remaining string	
LOC 0C.	; get first char.	
GET AA = AA.	; eliminate possible "source EDL-flag"	
TO 2E IF VAL AA NE A.	; loop for output remainder (comments)	
LOC 2D.	; get next character	
GET AA = AA.		
LOC 2E.		
CHAR = VAL AA.	; put out the character	
TO 0F IF FLG AA = 1.	; possible terminate	
TO 20 IF PTR AA NE AB.	; go loop if not exhausted	
LOC 0D.	; normal output-loop	
CHAR = VAL X.		
TO 0E IF VAL X = L.	; terminate if CR	
TO 57 IF FLG X NE 1.	HAVE WE REACHED THE END, NO.	STG2
LOC 0F.		
PTR AA = AB.	; squeeze possible remaining of "remainder"	
LOC 0E.	; end of line reached:	
WRITE NEXT W.	YES, PUT IT OUT ON THE DESIGNATED CHANNEL.	STG2
TO 98 IF FLG W NE 0.	TREAT ANY ERROR AS FATAL.	STG2
TO 55 IF VAL X = L.	ELSE IF THE LINE IS COMPLETE, RETURN.	STG2
CHAR = VAL X.	ELSE REPRINT THE LAST CHARACTER	STG2
TO 57.	AND CONTINUE.	STG2
LOC 58.	TRY FOR AN ALTERNATIVE MATCH.	STG2
PTR Z = W + Z.	GET THE POINTER TO THE ALTERNATIVE.	STG2
TO 60 IF PTR W NE 0.	WAS THERE ONE AFTER ALL, YES.	STG2
TO 71 IF FLG B = 2.	NO, ARE WE DEFINING, YES.	STG2
LOC 59.	TRY EXTENDING THE PREVIOUS PARAMETER.	STG2
TO 70 IF PTR V GE 9.	IS THERE ONE TO EXTEND, NO.	STG2
GET Z = V.	RECALL THE MACRO POINTER.	STG2
GET Y = Q.	YES, RECALL THE INPUT POINTER	STG2
GET X = Y.	AND THE CURRENT CHARACTER	STG2
TO 63 IF FLG Z = 2.	IS THIS THE FIRST TIME FOR A PARAMETER, YES	STG2
TO 64 IF FLG Z = 3.	NO, IS IT A PARAMETER EXTENSION, YES.	STG2

## APPENDIX 2: Example: Macros for translation from FLUB to assembly for PDP-10

```

.$#0 (+-*/):
GET # = #.
IF AC2 = 'PTR#20' SKIP 1$
    MOVE 2,PTR#20#F1$
SET AC2 TO 0$
    MOVEI 15,FLG#10#F1$
    JSR UNPACK#F1$
$
STO # = #.
IF AC2 = 'PTR#10' SKIP 2$
    MOVE 2,PTR#10#F1$
SET AC2 TO 'PTR#10'$
    MOVEI 15,FLG#20#F1$
    JSR PACK#F1$
$
FLG # = #.
IF #20 NE 0 SKP 2$
    SETZM FLG#10#F1$
SKIP 4$
IF AC2 = 'FLG#20' SKIP 1$
    MOVE 2,FLG#20#F1$
SET AC2 TO 'FLG#10'$
    MOVEM 2,FLG#10#F1$
$
VAL # = PTR #.
IF AC2 = 'PTR#20' SKIP 1$
    MOVE 2,PTR#20#F1$
SET AC2 TO 'VAL#10'$
    MOVEM 2,VAL#10#F1$
$
PTR # = VAL #.
IF AC2 = 'VAL#20' SKIP 1$
    MOVE 2,VAL#20#F1$
SET AC2 TO 'PTR#10'$
    MOVEM 2,PTR#10#F1$
$
PTR # = 0.
    SETZM PTR#10#F1$
$
VAL # = 0.
    SETZM VAL#10#F1$
$
# # = 0 + 0.
    SETZM #10#20#F1$
$
# # = # + 0.
IF AC2 = '#10#30' SKIP 1$
    MOVE 2,#10#30#F1$
    MOVEM 2,#10#20#F1$
SET AC2 TO '#10#20'$
$

```

```

# # = # + 1.
IF #20 NE #30 SKP 3$
IF AC2 = '#10#30' SKIP 5$
    AOS    #10#20#F1$
SKIP 5$
IF AC2 = '#10#30' SKIP 1$
    MOVE   2, #10#30#F1$
SET AC2 TO '#10#20'$
    AOJ    2, #F1$
    MOVEM  2, #10#20#F1$

$
# # = # - 1.
IF #20 NE #30 SKP 3$
IF AC2 = '#10#30' SKIP 5$
    SOS    #10#20#F1$
SKIP 5$
IF AC2 = '#10#30' SKIP 1$
    MOVE   2, #10#30#F1$
SET AC2 TO '#10#20'$
    SOJ    2, #F1$
    MOVEM  2, #10#20#F1$

$
# # = # + 7.
#10 #20 = #30 + 1$
$
# # = # - 7.
#10 #20 = #30 - 1$
$
# # = # + #.
IF AC2 = '#10#30' SKIP 3$
IF AC2 = '#10#40' SKIP 3$
    MOVE   2, #10#30#F1$
    AOO    2, #10#40#F1$
SKIP 1$
    AOO    2, #10#30#F1$
SET AC2 TO '#10#20'$
    MOVEM  2, #10#20#F1$

$
# # = # - #.
IF AC2 = '#10#30' SKIP 1$
    MOVE   2, #10#30#F1$
    SUB    2, #10#40#F1$
SET AC2 TO '#10#20'$
    MOVEM  2, #10#20#F1$

$
# # = #.
IF #20 = #30 SKP 4$
IF AC2 = '#10#30' SKIP 1$
    MOVE   2, #10#30#F1$
SET AC2 TO '#10#20'$
    MOVEM  2, #10#20#F1$

$

```

```

PTR # = # * #.
IF #30 NE 7 SKP 3$
PTR #10 = #20$
SKIP 3$
IF AC2 = 'PTR#20' SKIP 2$
IF AC2 = 'PTR#30' SKIP 3$
    MOVE 2,PTR#20#F1$
    IMUL 2,PTR#30#F1$
SKIP 1$
    IMUL 2,PTR#20#F1$
    MOVEM 2,PTR#10#F1$
SET AC2 TO 'PTR#10'$
$
PTR # = # / #.
IF #30 NE 7 SKP 3$
PTR #10 = #20$
SKIP 5$
IF AC2 = 'PTR#20' SKIP 1$
    MOVE 2,PTR#20#F1$
    IDIV 2,PTR#30#F1$
    MOVEM 2,PTR#10#F1$
SET AC2 TO 'PTR#10'$
$
TO # IF # # = #.
IF AC2 = '#20#30' SKIP 2$
    MOVE 2,#20#30#F1$
SET AC2 TO '#20#30'$
    CAMN 2,#20#40#F1$
    JRST LOC#10#F1$
$
TO # IF # # NE 0.
IF AC2 = '#20#30' SKIP 2$
    MOVE 2,#20#30#F1$
SET AC2 TO '#20#30'$
    JUMPN 2,LOC#10#F1$
$
TO # IF # # GE 0.
IF AC2 = '#20#30' SKIP 2$
    MOVE 2,#20#30#F1$
SET AC2 TO '#20#30'$
    JUMPGE 2,LOC#10#F1$
$
TO # IF # # = 0.
IF AC2 = '#20#30' SKIP 2$
    MOVE 2,#20#30#F1$
SET AC2 TO '#20#30'$
    JUMPE 2,LOC#10#F1$
$
TO # IF # # NE #.
IF AC2 = '#20#30' SKIP 3$
IF AC2 = '#20#40' SKIP 4$
    MOVE 2,#20#30#F1$
SET AC2 TO '#20#30'$
    CAME 2,#20#40#F1$
SKIP 1$
    CAME 2,#20#30#F1$
    JRST LOC#10#F1$
$

```

```

TO # IF # # GE #.
IF AC2 = '#20#30' SKIP 3$
IF AC2 = '#20#40' SKIP 4$
    MOVE 2, #20#30#F1$
SET AC2 TO '#20#30'$
    CAML 2, #20#40#F1$
SKIP 1$
    CAMG 2, #20#30#F1$
    JRST LOC#10#F1$
$
TO # IF # # # #.
IF AC2 = '#20#30' SKIP 2$
    MOVE 2, #20#30#F1$
SET AC2 TO '#20#30'$
IF AC13 = 'BOL#40' SKIP 2$
SET AC13 TO 'BOL#40'$
    MOVE 13, BOL#40#F1$
    MOVE 15, #20#50#F1$
    JSR BOL#F1$
    JRST LOC#10#F1$
$
TO #.
    JRST LOC#10#F1$
$
TO # BY #.
    MOVEI 14, PTR#20#F1$
    MOVEI 15, LOC#10#F1$
    JSP 13, SUBRT#F1$
SET AC13 TO 0$
$
RETURN BY #.
    MOVE 13, PTR#10#F1$
    JRST (13)#F1$
SET AC13 TO 0$
$
LOC #.
LOC#10:#F1$
SET AC2 TO 0$
SET AC13 TO 0$
$
STOP.
    SETA$
EXIT$
$
END PROGRAM.
LOWEND-.#F1$
BLOCK MASSIZ#F1$
HIGEND-.#F1$
END START#F1$
#F0$
$

```



```

READ NEXT #.
    MOVE 5,VAL#10#F1$
    JSR READIN#F1$
    MOVEM 2,FLG#10#F1$
SET AC2 TO 'FLG#10'$
$
VAL # = CHAR.
    JSR GET1C#F1$
    MOVEM 2,VAL#10#F1$
SET AC2 TO 'VAL#10'$
$
CHAR = VAL #.
SET AC2 TO 'VAL#10'$
    MOVE 2,VAL#10#F1$
    JSR UTHAR#F1$
    MOVEM 3,FLG#10#F1$
$
WRITE NEXT #.
    MOVE 5,VAL#10#F1$
    JSR WRTLIN#F1$
    MOVEM 2,FLG#10#F1$
SET AC2 TO 'FLG#10'$
$
REWIND #.
    MOVE 5,VAL#10#F1$
    JSR REWIND#F1$
    MOVEM 3,FLG#10#F1$
$
MESSAGE # TO #.
    MOVEI 13,(ASCIZ/#10/)#F1$
    MOVE 15,VAL#20#F1$
    JSR MSGOUT#F1$
    MOVEM 3,FLG#20#F1$
$
SET # TO #.
#F3$
$
IF # = # SKIP #.
IF #11 = #20 SKP #30$
$
IF # = # SKP #.
#F50$
$
IF # NE # SKP #.
#F51$
$
SKIP #.
#F4$
$$

```

Appendix 3: Extracts from PDP-10 assembly version of STAGE2, extracts corresponding to Appendix 1, as translated with macros, Appendix 2.

(Section containing routines for input of Flag line and for input of normal lines)

```

SETZM PTRJ ;STG2
MOVE 2,FLG1 ;END-OF-LINE INDICATOR. STG2
MOVEM 2,FLGL
MOVE 2,VAL0 ;CARRIAGE RETURN IS -1. STG2
SOJ 2,
MOVEM 2,VALL
SETZM PTRL ;LOCATION COUNTER. STG2
JSR GET1C ;LEFT PARENTHESIS. STG2
MOVEM 2,VALM
SETZM PTRM ;RESET THE SKIP COUNT. STG2
SETZM FLGN ;SET EXPRESSION SIGN POSITIVE. STG2
JSR GET1C ;ADDITION OPERATOR. STG2
MOVEM 2,VALN
SETZM FLGO ;STG2
JSR GET1C ;SUBTRACTION OPERATOR. STG2
MOVEM 2,VALU
JSR GET1C ;MULTIPLICATION OPERATOR. STG2
MOVEM 2,VALP
JSR GET1C ;DIVISION OPERATOR. STG2
MOVEM 2,VALQ
JSR GET1C ;RIGHT PARENTHESIS. STG2
MOVEM 2,VALR

SETZM VALAF ; read extension of FLAG LINE
SETZM VALAE ; initialize
SETZM PTRAE
SETZM PTRAF
SETZM PTRAD ; remains=0 if no extension
JSR GET1C
MOVEM 2,VALAD
MOVE 13,BOLLT ; no extension of FLAG LINE
MOVE 15,VAL0
JSR BOOL
JRST LOC1E
CAMN 2,VALF ; no extension of FLAG LINE
JRST LOC1E
SUB 2,VALE ; corresp. no. positions for TAB
MOVEM 2,VALAD
MOVEM 2,PTRAD ; into tab.-parameter
MOVE 2,PTR5 ; POSNO(no of pos.)=-13
ADD 2,PTR3
MOVEM 2,PTRAF
MOVE 2,PTRAF ; NMTAB = POSNO/TABPOS
IDIV 2,PTRAD
MOVEM 2,PTRAE
SETZM PTRAF ; initialize POSNO
JSR GET1C ; TAB-character value
MOVEM 2,VALAE

LOC1A:
AOS PTRAE ; count no. of tabs
JSR GET1C
MOVEM 2,VALAD
MOVE 13,BOLLT ; terminate extension
MOVE 15,VAL0
JSR BOOL
JRST LOC1D
CAMN 2,VALAE ; read new if tab
JRST LOC1A

```

LOC1B:	MOVE 2,VALAO	; jump if not space	
	CAME 2,VALF		
	JRST LOC1C		
	AOS PTRAF	; count no. of spaces	
	JSR GET1C	; read new if space	
	MOVEM 2,VALAO		
	JRST LOC1B		
LOC1C:	MOVE 2,VALAO	; terminate extension	
	MOVE 13,BOLLT		
	MOVE 15,VALØ		
	JSR BOOL		
	JRST LOC10	; read new if tab	
	CAMN 2,VALAE		
	JRST LOC1A		
	MOVEM 2,VALAF	; read comment-delimiter	
		; calculate extension-parameters	
LOC10:		; pos.no. corresp. to integer tabs	
	MOVE 2,PTRA		
	IMUL 2,PTRAØ		
	MOVEM 2,PTRA		
	ADD 2,PTRA		
	MOVEM 2,PTRA	; pos.no. of beginning comments	
LOC1E:	SETZM PTRR	; continue original STAGE2	STG2
	MOVE 2,PTR7	;SET NO REPETITION IN PROGRESS.	STG2
	AOJ 2,	;LENGTH OF TWO DESCRIPTORS.	
	MOVEM 2,PTR4		
	MOVE 2,PTRF	;POINT TO THE FIRST AVAILABLE SPACE.	STG2
	AOJ 2,		
	MOVEM 2,PTR8		
	MOVEI 14,PTRØ	;START WORKING IN EARNEST.	STG2
	MOVEI 15,LOCØ1		
	JSP 13,SUBRT		
LOCØ1:		;ROUTINE TO READ FROM THE INPUT.	STG2
		;RECALL THE CHANNEL SPEC.	STG2
	MOVE 2,PTRA		
	MOVEI 15,FLGI		
	JSR UNPACK	;GRAB A LINE.	STG2
	MOVE 5,VALI		
	JSR READIN		
	MOVEM 2,FLGI		
	JUMPN 2,LOC98	;GET OUT UNLESS ALL IS OK.	STG2
	MOVE 2,PTRC	;STG2	
	MOVEM 2,PTRI		
	SETZM VALY	;STG2	
	MOVE 2,PTRC	;STG2	
	MOVEM 2,PTRY		
	MOVE 2,PTRM	;SHOULD THIS LINE BE SKIPPED, NO.	STG2
	JUMPE 2,LOCØ2		
	SOJ 2,	;YES, DROP THE SKIP COUNT	STG2
	MOVEM 2,PTRM		
	JRST LOCØ1	;TRY AGAIN.	STG2
LOCØ2:		;READING LOOP.	STG2
		;ADVANCE THE SPACE POINTER.	STG2
	MOVE 2,PTRI		
	MOVEM 2,PTR9		
	JSR GET1C	;READ THE NEXT CHARACTER.	STG2
	MOVEM 2,VALI		
	MOVE 2,PTR9	;POINT TO THE NEXT CHARACTER SPACE.	STG2
	SOJ 2,		
	MOVEM 2,PTRI		

	CAMG 2,PTR8	;HAVE WE OVERRUN THE AREA, YES.	STG2
	JRST LOC97		
	MOVE 2,PTR9	;PUT AWAY THE CHARACTER.	STG2
	MOVEI 15,FLGI		
	JSR PACK		
	MOVE 2,VALI	;WAS THIS A CARRIAGE RETURN, YES.	STG2
	CAMN 2,VALL		
	JRST LOC04		
	CAMN 2,VALA	;HAVE WE COMPLETED THE READ, YES.	STG2
	JRST LOC03		
	AOS VALY	;BUMP THE INPUT STRING LENGTH.	STG2
	CAME 2,VALB	;NO, IS THIS A PARAMETER FLAG, NO.	STG2
	JRST LOC02		
	MOVE 2,PTRI	;YES, SET THE PARAMETER POINTER AND	STG2
	MOVEM 2,PTRB		
	MOVE 2,PTR9	;STORE IT WITH THE PHASE FLAG.	STG2
	MOVEI 15,FLGB		
	JSR PACK		
	JRST LOC02	;STG2	
LOC03:		;READ THE REMAINDER OF THE LINE.	STG2
	MOVE 2,PTR9	; remark limitmark	
	MOVEM 2,PTRAA		
LOC0A:		; loop to read comments etc.	
	MOVE 2,VALI	; car.ret., i.e. no remainder	
	CAMN 2,VALL		
	JRST LOC0B		
	MOVE 2,PTRI		
	MOVEM 2,PTR9		
LOC0G:		;	
	JSR GETIC	;	
	MOVEM 2,VALI		
	CAME 2,VALA	;	
	JRST LOC0I		
	JSR GETIC	; read new if first was "source EOL-flag"	
	MOVEM 2,VALI		
LOC0I:			
	MOVE 2,VALI	; eliminate leading spaces	
	CAMN 2,VALF		
	JRST LOC0G		
	CAMN 2,VALAE	; eliminate leading tabs	
	JRST LOC0G		
	CAME 2,VALAF	; continue if no comment-delimiter	
	JRST LOC0J		
	JSR GETIC	; eliminate comment-delimiter	
	MOVEM 2,VALI		
	JRST LOC0H		
LOC0J:			
	MOVE 2,PTR9	; adjust startpointer	
	MOVEM 2,PTRAA		
LOC0H:		; normal read/store loop	
	MOVE 2,PTR9		
	SOJ 2,		
	MOVEM 2,PTRI		
	MOVE 2,PTR9		
	MOVEI 15,FLGI		
	JSR PACK		
	MOVE 2,PTR8	; error if full	
	CAML 2,PTRI		
	JRST LOC97		
	MOVE 2,VALI	; terminate when car.ret.	
	CAMN 2,VALL		
	JRST LOC0B		

	MOVE	2, PTR1		
	MOVEM	2, PTR9		
	JSR	GET1C	: read next	
	MOVEM	2, VAL1		
	JRST	LOC0H	: and continue in loop	
LOC0B:			: remainder of line finished	
	MOVE	2, PTR9	: set terminate-pointer	
	MOVEM	2, PTRAB		
LOC04:			: SCANNER.	STG2
			: SET ALL PARAMETERS UNDEFINED.	STG2
	MOVE	2, PTR9		
	SOJ	2,		
	MOVEM	2, PTRU		
	MOVEI	15, FLG3	: STG2	
	JSR	PACK		
	SOJ	2,	: STG2	
	MOVEM	2, PTRU		
	MOVEI	15, FLG3	: STG2	
	JSR	PACK		
	SOJ	2,	: STG2	
	MOVEM	2, PTRU		
	MOVEI	15, FLG3	: STG2	
	JSR	PACK		
	SOJ	2,	: STG2	
	MOVEM	2, PTRU		
	MOVEI	15, FLG3	: STG2	
	JSR	PACK		
	SOJ	2,	: STG2	
	MOVEM	2, PTRU		
	MOVEI	15, FLG3	: STG2	
	JSR	PACK		
	SOJ	2,	: STG2	
	MOVEM	2, PTRU		
	MOVEI	15, FLG3	: STG2	
	JSR	PACK		

(Section containing the Modified output routine)

	MOVE 2,PTR8	;YES. SET THE TERMINATOR.	STG2
	MOVEI 15,FLG1		
	JSR PACK		
	AOJ 2,	;ADVANCE THE SPACE POINTER.	STG2
	MOVEM 2,PTR8		
	CAML 2,PTR9	;HAVE WE OVERRUN THE AREA, YES.	STG2
	JRST LOC97		
	JSR GET1C	;GET THE NEXT CHARACTER.	STG2
	MOVEM 2,VALI		
	CAME 2,VALC	;DID THAT CLOSE THE DEFINITION PHASE, NO.	STG2
	JRST LOC55		
	SETZM FLGB	;YES, RESET THE PHASE FLAG.	STG2
LOC55:	MOVE 13,PTR0	;COMMON SYSTEM RETURN POINT.	STG2
	JRST (13)	;REGISTER 0 IS THE RETURN ADDRESS.	STG2
LOC56:		;PUNCH AN UNRECOGNIZED LINE.	STG2
	MOVE 2,VAL3	;CHANNEL 3 USED WHEN A LINE IS NOT MATCHED.	STG2
	MOVEM 2,VALW		
	MOVE 2,PTRC	;ADDRESS THE FIRST CHARACTER.	STG2
	MOVEM 2,PTRX		
	MOVE 2,PTRAB	; eliminate double output of comments	
	MOVEM 2,PTRAA		
LOC57:		; output characters	
	MOVE 2,PTRX	; norm. loop, get character	
	MOVEI 15,FLGX		
	JSR UNPACK		
	MOVE 2,VALX	; continue in normal loop if not CR	
	CAME 2,VALL		
	JRST LOC0D		
	MOVE 2,PTRAO	; or if "main extension swith" off	
	JUMPE 2,LOC0D		
	MOVE 2,PTRAA	; or if no remainder in this line	
	CAMN 2,PTRAB		
	JRST LOC0D		
LOC2A:		; output remainder of line:	
	MOVE 2,PTRZC	; if pos.counter less integr. tab.pos	
	CAML 2,PTRAE		
	JRST LOC2B		
	MOVE 2,VALAE	; then output tab and loop	
	JSR UTCHAR		
	MOVEM 3,FLGAE		
	JRST LOC2A		
LOC2B:		; loop for spaces	
	MOVE 2,PTRZC		
	CAML 2,PTRAF		
	JRST LOC2C		
	MOVE 2,VALF	; put out space(s)	
	JSR UTCHAR		
	MOVEM 3,FLGF		
	JRST LOC2B		
LOC2C:			
	MOVE 2,VALAF		
	JUMPE 2,LOC0C		
	MOVE 2,VALAF	; put out comment-delimiter	
	JSR UTCHAR		
	MOVEM 3,FLGAF		
LOC0C:		; loop for output of remaining string	
	MOVE 2,PTRAA	; get first char.	
	MOVEI 15,FLGAA		
	JSR UNPACK		



	MOVE 2,VALAA	; eliminate possible "source EOL-flag"	
	CAME 2,VALA		
	JRST LOC2E		
LOC2D:		; loop for output remainder (comments)	
	MOVE 2,PTRAA	; get next character	
	MOVEI 15,FLGAA		
	JSR UNPACK		
LOC2E:			
	MOVE 2,VALAA	; put out the character	
	JSR UTHAR		
	MOVEM 3,FLGAA		
	MOVE 2,FLGAA	; possible terminate	
	CAMN 2,FLG1		
	JRST LOC0F		
	MOVE 2,PTRAA	; go loop if not exhausted	
	CAME 2,PTTAB		
	JRST LOC2D		
LOC0D:		; normal output-loop	
	MOVE 2,VALX		
	JSR UTHAR		
	MOVEM 3,FLGX		
	CAMN 2,VALL	; terminate if CR	
	JRST LOC0E		
	MOVE 2,FLGX	; HAVE WE REACHED THE END, NO.	STG2
	CAME 2,FLG1		
	JRST LOC57		
LOC0F:			
	MOVE 2,PTTAB	; squeeze possible remaining of "remainder"	
	MOVEM 2,PTRAA		
LOC0E:		; end of line reached:	
	MOVE 5,VALW	; YES, PUT IT OUT ON THE DESIGNATED CHANNEL.	STG2
	JSR WRTLIN		
	MOVEM 2,FLGW		
	JUMPN 2,LOC98	; TREAT ANY ERROR AS FATAL.	STG2
	MOVE 2,VALX	; ELSE IF THE LINE IS COMPLETE, RETURN.	STG2
	CAMN 2,VALL		
	JRST LOC55		
	MOVE 2,VALX	; ELSE REPRINT THE LAST CHARACTER	STG2
	JSR UTHAR		
	MOVEM 3,FLGX		
	JRST LOC57		
LOC58:		; AND CONTINUE.	STG2
	MOVE 2,PTRW	; TRY FOR AN ALTERNATIVE MATCH.	STG2
	ADD 2,PTRZ	; GET THE POINTER TO THE ALTERNATIVE.	STG2
	MOVEM 2,PTRZ		
	MOVE 2,PTRW	; WAS THERE ONE AFTER ALL, YES.	STG2
	JUMPN 2,LOC60		
	MOVE 2,FLGB	; NO, ARE WE DEFINING, YES.	STG2
	CAMN 2,FLG2		
	JRST LOC71		
LOC59:		; TRY EXTENDING THE PREVIOUS PARAMETER.	STG2
	MOVE 2,PTRV	; IS THERE ONE TO EXTEND, NO.	STG2
	CAML 2,PTR9		
	JRST LOC70		
	MOVEI 15,FLGZ	; RECALL THE MACRO POINTER.	STG2
	JSR UNPACK		
	MOVE 2,PTRQ	; YES, RECALL THE INPUT POINTER	STG2
	MOVEI 15,FLGY		
	JSR UNPACK		
	MOVE 2,PTRY	; AND THE CURRENT CHARACTER	STG2
	MOVEI 15,FLGX		
	JSR UNPACK		

```
MOVE 2,FLGZ ;IS THIS THE FIRST TIME FOR A PARAMETER, YESSTG2
CAMN 2,FLG2
JRST LOC63
CAMN 2,FLG3 ;NO, IS IT A PARAMETER EXTENSION, YES. STG2
JRST LOC64
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✓ This paper is a short description of a small extension of STAGE2, providing possibilities to copy comments etc. from the source text to the generated text. The description presupposes familiarity with the STAGE2 system: its purpose, use and descriptions, like [1] to [9]. Only section 3 of this paper requires knowledge of the internal structures and working of the system, and that section is unnecessary for the plain use of the described feature. The extension, if not used, is completely invisible to the user: No rules, as described in the original literature, are changed. A user, unaware of the extension, will see no difference from the original version. ✗

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